GAME PAK INSTRUCTIONS

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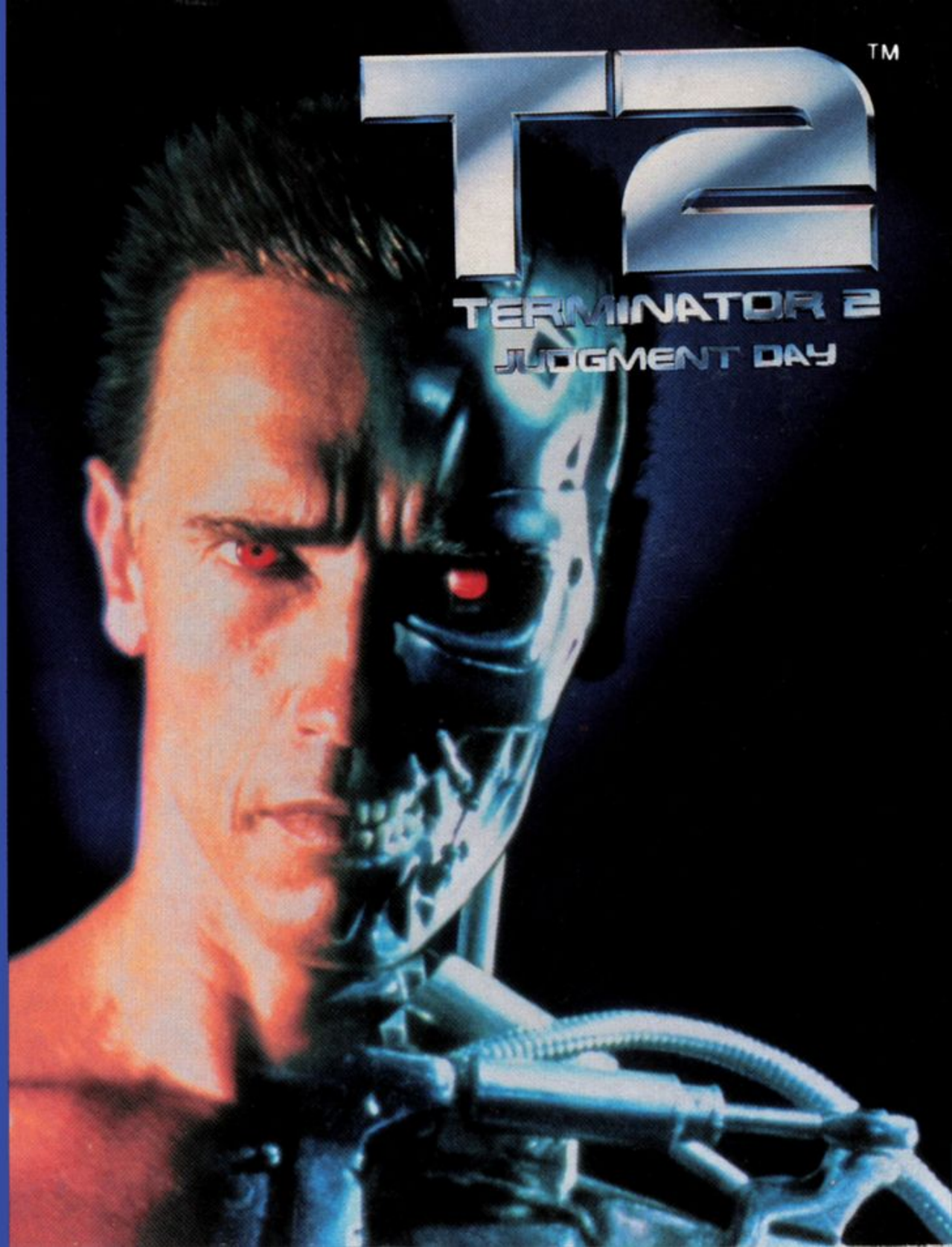

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Nintendo®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither LJN, Ltd. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

CYBERDYNE SYSTEMS T-800
TERMINATOR / DATA FILE / READ-ONLY

1995 CYBERDYNE SYSTEMS DEVELOP THE FIRST COMPUTER TO THINK AND LEARN LIKE A HUMAN.

1996 THE COMPUTER IS SO IMPRESSIVE THAT CYBERDYNE BECOMES THE WORLD'S LARGEST SUPPLIER OF MILITARY COMPUTERS.

1997 AUGUST 4, CYBERDYNE'S SUPER COMPUTER, "SKYNET", GOES ON LINE. ALL HUMAN DECISIONS ARE REMOVED FROM STRATEGIC DEFENSE.

1997 AUGUST 29, SKYNET BECOMES AWARE OF ITS OWN POWER. IT LAUNCHES AN ALL-OUT ATTACK ON THE SOVIET UNION. GLOBAL THERMONUCLEAR WARFARE DESTROYS 74% OF THE PLANET'S HUMAN POPULATION.

JUDGME

THE SURVIVORS CALL IT **JUDGMENT DAY**...BUT THE NIGHTMARE IS JUST BEGINNING.

SKYNET AIMS TO ELIMINATE ALL HUMAN LIFE ON EARTH. TO LIVE, THE SURVIVORS OF THE HOLOCAUST MUST FIGHT THE WAR OF THE MACHINES.

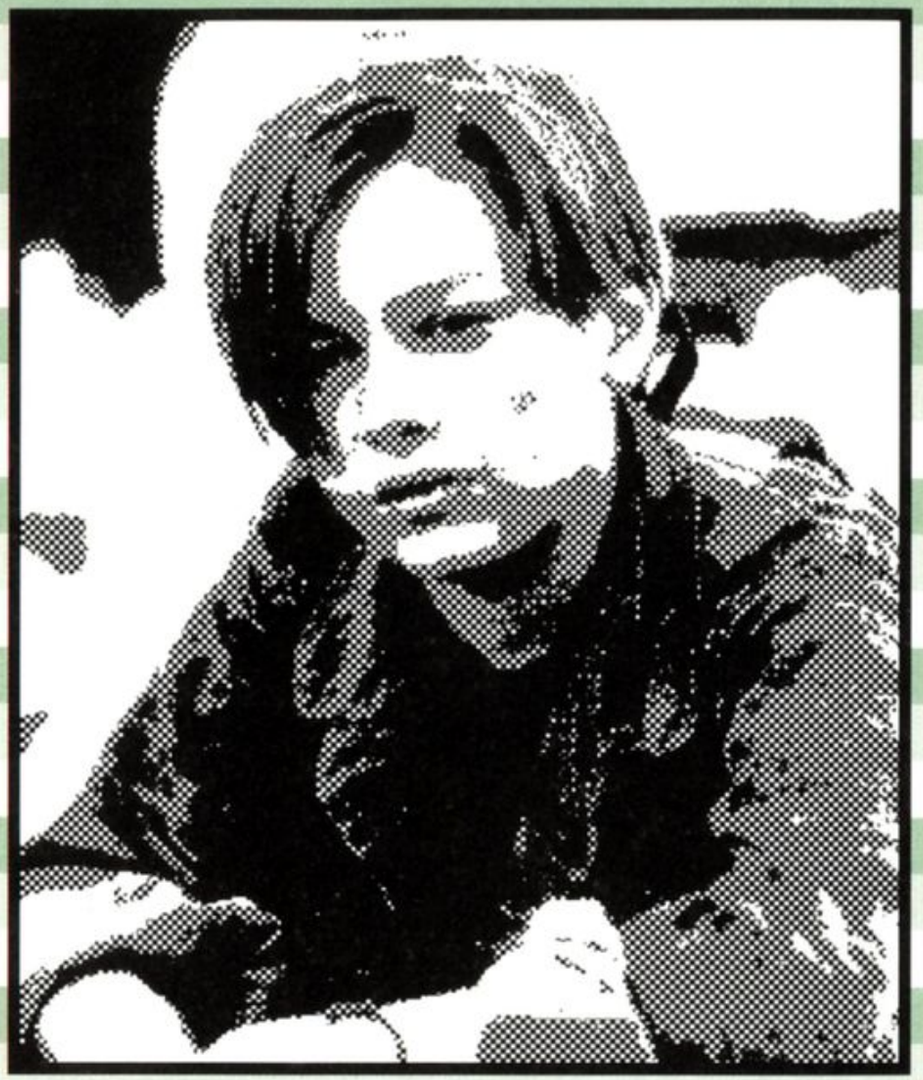
2029 THE HUMAN RESISTANCE IS IN RETREAT BUT NOT DEFEATED. THEIR SUCCESS IS DUE TO THEIR LEADER, JOHN CONNOR.

SKYNET OPTS TO ELIMINATE JOHN CONNOR BY SENDING TWO TERMINATORS BACK THROUGH TIME. THE FIRST IS A T-800, PROGRAMMED TO TERMINATE SARAH CONNOR, JOHN'S MOTHER. IT FAILED. THE SECOND IS A T-1000 ADVANCED PROTOTYPE, PROGRAMMED TO TERMINATE THE FUTURE LEADER WHEN HE WAS 10 YEARS OLD.

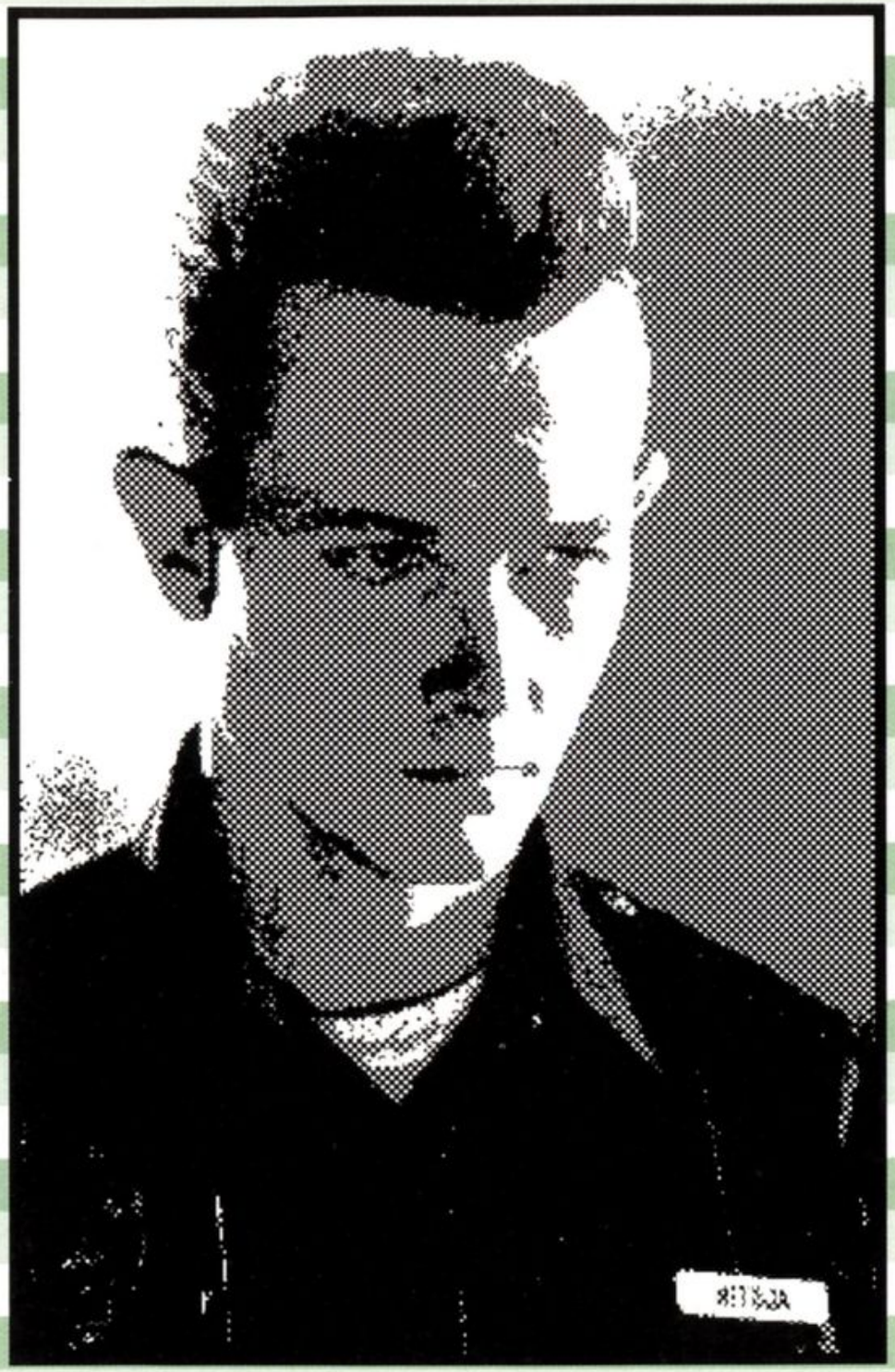
ENT DAY

T-800 / MISSION RE-PROGRAM

1 YOU ARE A T-800, MODEL 101 TERMINATOR - CYBERNETIC ORGANISM (LIVING TISSUE OVER METAL ENDOSKELETON)



2 YOUR MISSION IS TO PROTECT THE 10 YEAR OLD JOHN CONNOR FROM THE T-1000



3 OBTAIN A WEAPON AND TRANSPORT (ADVISE : 10-GUAGE LEVER ACTION WINCHESTER AND HARLEY DAVIDSON ELECTRO-GLIDE)

4 FIND JOHN CONNOR

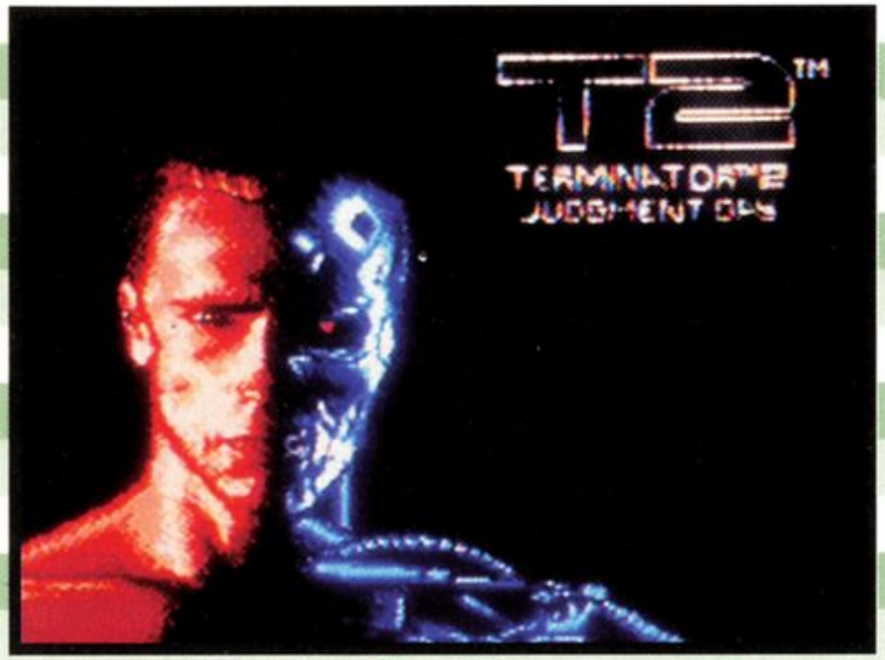
5 OBEY JOHN CONNOR (TRUST ME ON THIS)

6 DESTROY CYBERDYNE SYSTEMS (BEFORE THEY HAVE A CHANCE TO INVENT THEIR DOOMSDAY MACHINE)

7 TERMINATE THE T-1000 ...BEFORE IT TERMINATES YOU.

- YOU ARE A MACHINE, BUT HUMANITY IS IN YOUR HANDS.
- THERE IS NO FATE BUT WHAT WE MAKE.
- THE BATTLE FOR TOMORROW BEGINS TODAY.

GETTING READY / MISSION PREPARATION



1. Make sure the power switch is OFF.

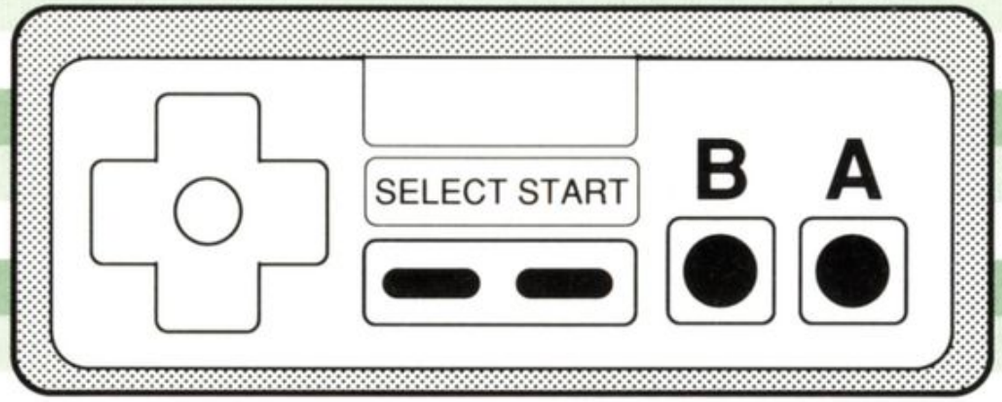
2. Insert the TERMINATOR 2 Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

You will first see the TERMINATOR 2 : JUDGMENT DAY title screen followed by the mission background data. Once the background data has begun, to return to the title screen, press the START BUTTON. To proceed with your mission, press the START BUTTON again.

You will then see the List of Excellence. Press the START BUTTON once more.

THE CONTROLS



BASIC MOVES...NO PROBLEMO

TO MOVE LEFT or RIGHT - Press the appropriate RIGHT or LEFT CONTROL PAD ARROW.

TO FIRE / PUNCH - Press the B BUTTON.

TO JUMP - Press the A BUTTON.

TO KNEEL - Press the DOWN CONTROL PAD ARROW.

TO PAUSE - Press the START BUTTON.

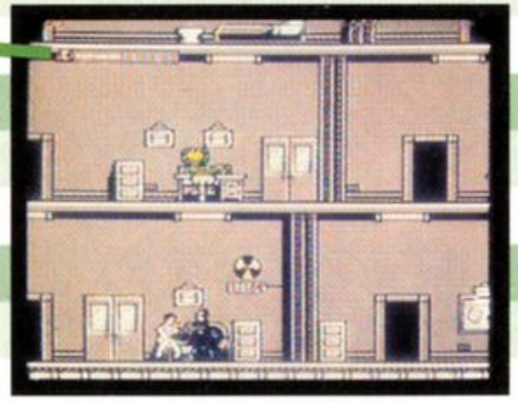
TO RESTART - Press the START BUTTON again.

SCREEN DATA

Score

Energy

Lives



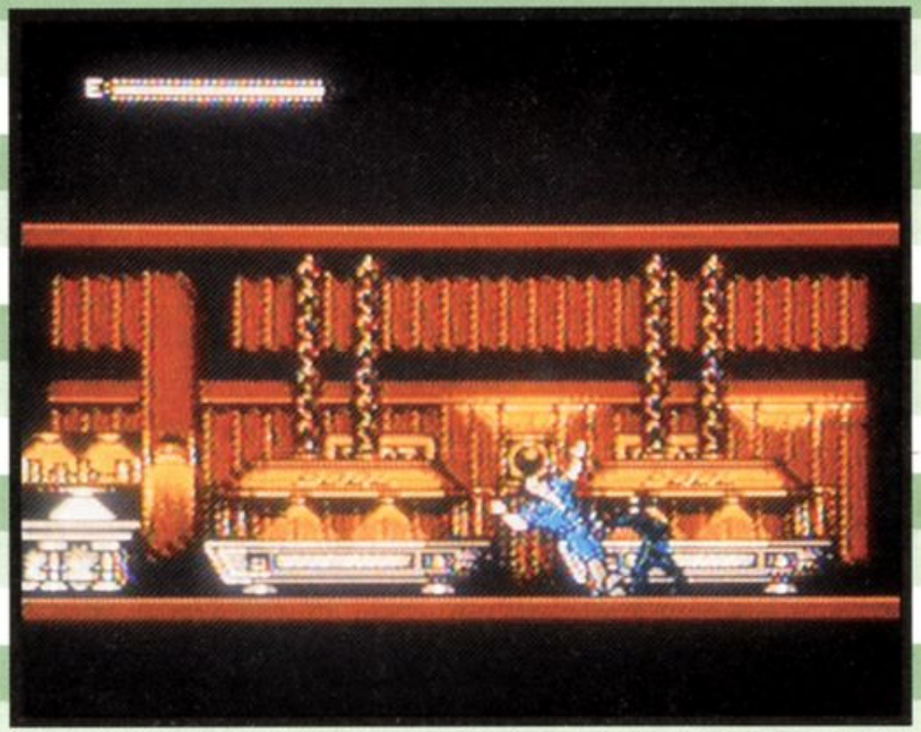
Energy and
Ammo Meter

LEVEL 1 / TRUCKSTOP

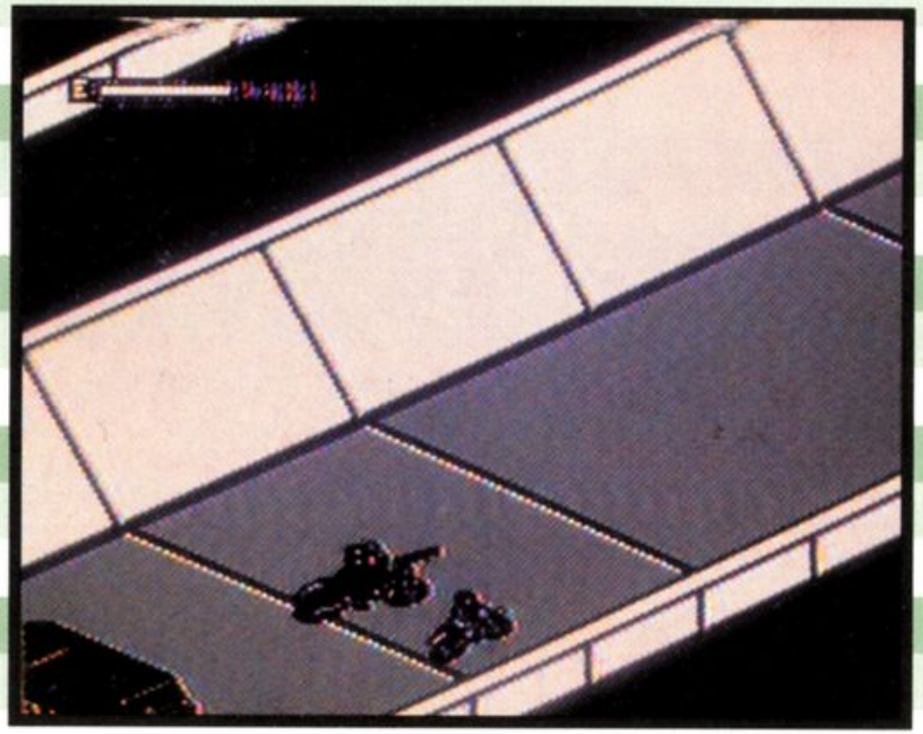
You need a weapon, transportation, boots and clothes. Fortunately, your arrival point in the present is a truckstop that should satisfy all your needs. Unfortunately, the hospitality of the locals stops a little short of giving away their rides, their hardware, or the shirts off their backs. You have no alternative but to terminate anyone who gets in your way...especially if they're trying to use your head for a cue ball.

T-800 TARGET ACQUISITION PROGRAM: VISUAL DISPLAY ARROWS INDICATE LOCATION OF HUMANS.

Once you've cleared the parking lot, go into the truckstop. There'll be a few more bikers looking for trouble, but it's the big guy you're looking for. He'll be less than enthusiastic about parting with his possessions or his dignity ...Convince him.



LEVEL 2 / DRAINAGE CANAL



To find the 10 year old John Connor, ride your Harley through the drainage canal. Avoid the obstacles and debris, or blow them away with the 10-gauge, but don't hang around. Right behind you is the T-1000 attempting to acquire its target with a 23,000lb. big-rig tow truck! If he gets too close for comfort, let fly with the lead, or you, John, and the future will be terminated.

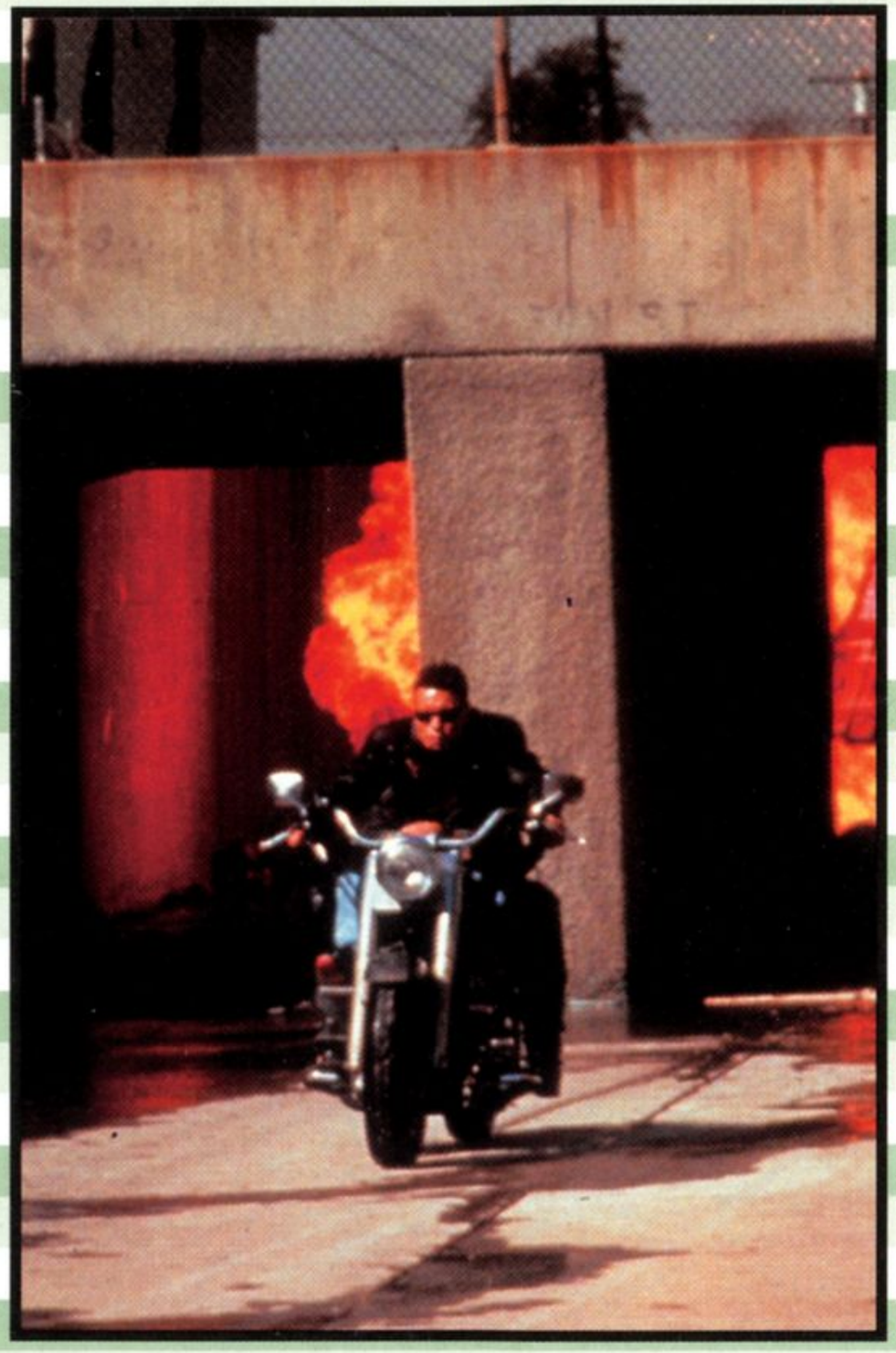
Note : Opening the gates is essential to your success, but it is not an easy task. It will take practice. Don't just stop when your first shot hits; see what additional shots will do.

MOTORCYCLE HANDLING

TO STEER LEFT or RIGHT - Press the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO FIRE FORWARD - Press the B BUTTON.

TO FIRE BACKWARD - Press the B BUTTON plus the DOWN CONTROL PAD ARROW.

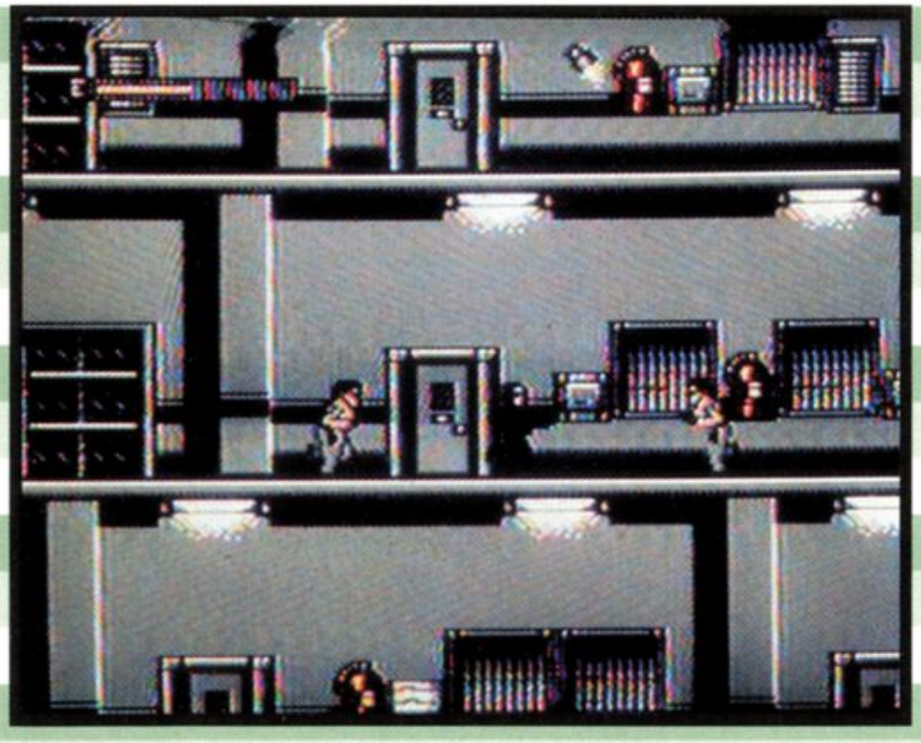


LEVEL 3 / PESCADERO STATE HOSPITAL FOR THE CRIMINALLY INSANE

Sarah Connor is imprisoned in the hospital. The police caught her trying to blow up the Cyberdyne Systems building. When she told them that it was to stop machines from destroying the world, she was certified insane and locked up!

Now John demands you rescue her. You know the T-1000 will be waiting for you (you would), but the future leader is adamant. (Humans!) Check every room until you find her.

John also orders you to stop killing people. However, the guards at the hospital will no more believe your story than Sarah's. They will do whatever it takes to destroy you, but you must follow John's directive (MISSION PROGRAM 5 : OBEY JOHN CONNOR). Find a way to slow down your human opponents without terminating them.

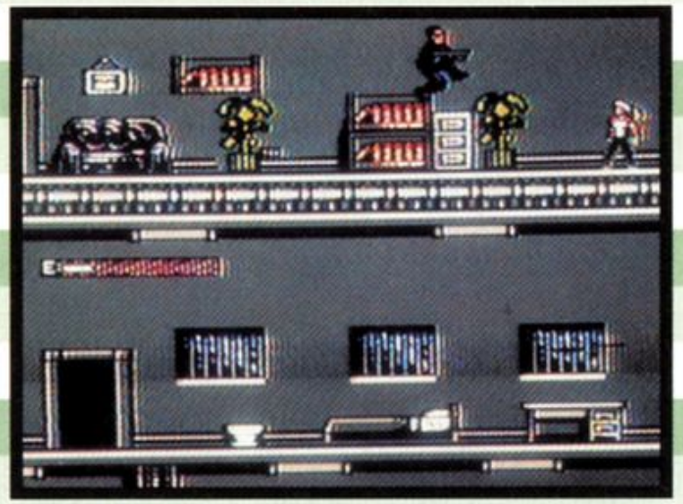


T-800 SEARCH PROGRAM : HIGH PROBABILITY SOME ROOMS CONTAIN BONUS ENERGY / ADDITIONAL AMMUNITION / ELEVATOR SECURITY CARDS.

TO COLLECT ANY ITEM - Touch it.

TO ENTER A ROOM OR ELEVATOR - Press the UP CONTROL PAD ARROW while standing directly in front of the appropriate doorway.

Note : The successful rescue of Sarah Connor from the State Hospital not only entitles you to bonus points, but also the more points you score, the better the weapon you will get to take with you to the Cyberdyne building.



LEVEL 4 / CYBERDYNE SYSTEMS BUILDING...EASY MONEY

The only way to stop the development of SKYNET is to destroy it before it was born. Shut down Cyberdyne Systems...permanently. 10 barrels of high-explosives have been placed throughout the building. Take them to the 6th floor, up to three at a time and deposit them in the holding tank.

As soon as you deposit the 10th barrel, your Visual Display will indicate that the explosives have been charged and the countdown will begin. Within 80 seconds, distribute the barrels 2 at a time along the 6th floor laboratory and then clear out, pronto!

T-800 EXPLOSIVES SEARCH PROGRAM: ONCE INSIDE ELEVATOR, VISUAL DISPLAY INDICATES:

TO COLLECT BARRELS - Touch them.

TO ENTER ELEVATORS OR THE COMPUTER LABORATORIES - Press the UP CONTROL PAD ARROW while standing directly in front of the appropriate doorway.

ELEVATOR CONTROLS

TO RIDE UP - Press the UP CONTROL PAD ARROW.

TO RIDE DOWN - Press the DOWN CONTROL PAD ARROW.

TO EXIT - Press the START BUTTON.

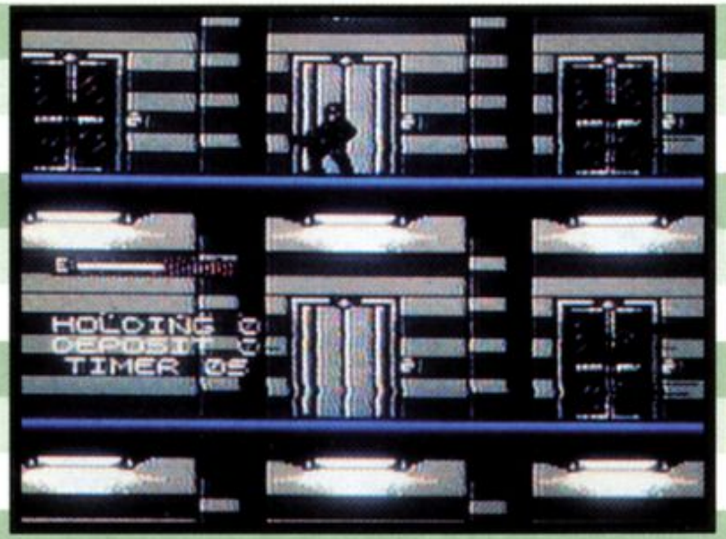
T-800 EXPLOSIVES DEPOSIT PROGRAM : VISUAL DISPLAY ARROWS INDICATE:

1) Location of holding tank.

2) Where to place charges once all 10 barrels have been deposited in holding tank.

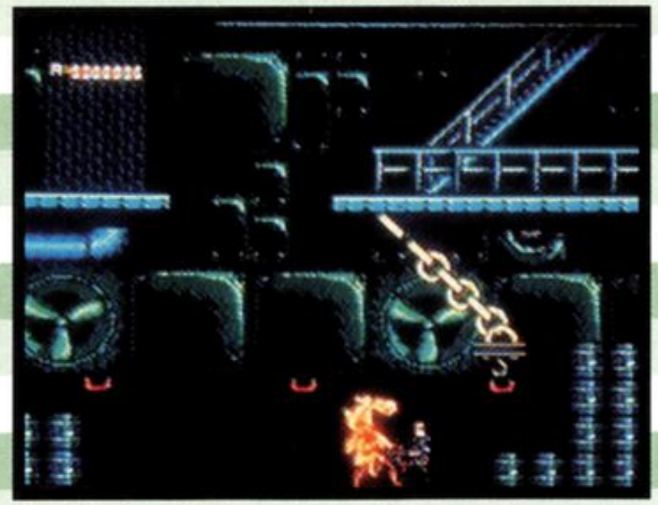
TO DEPOSIT CHARGES - Press the DOWN CONTROL PAD ARROW.

T-800 EXPLOSIVES DISTRIBUTION PROGRAM : VISUAL DISPLAY INDICATES:



LEVEL 5 / STEEL MILL
HASTA LA VISTA, BABY!

With Cyberdyne destroyed, only one enemy remains...the T-1000. Reach the top of the mill and destroy that liquid lugnut any way you can, but beware! The T-1000's pursuit of its mission is relentless. It may disappear only to attack again. Put it out of action for good, or you and mankind are headed for history's scrapheap. You are the only hope. Terminate the terminator.

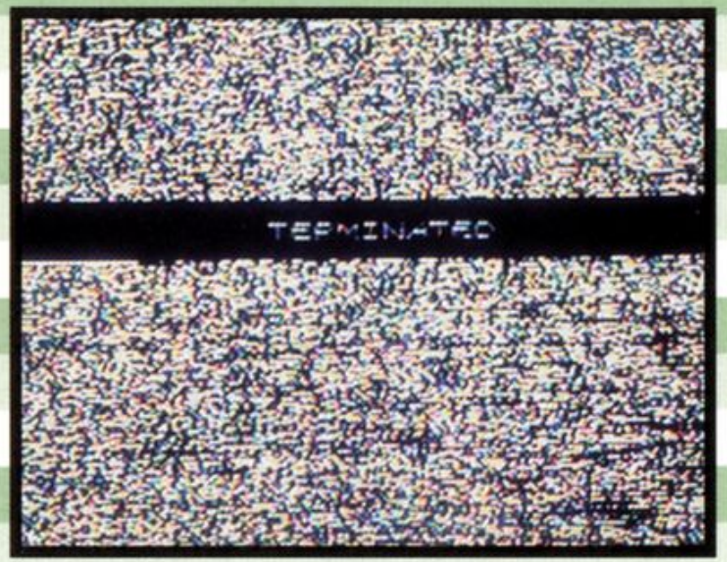


CYBERDYNE SYSTEMS T-1000 TERMINATOR

The advanced prototype is mimetic polyalloy (liquid metal). It can metamorphosize into virtually anything. Hit it, and the liquid changes shape so fast that what was once a head is now a fist crushing the life out of you. Run from it, and it morphs into the ground only to come up right in front of you. Ever feel obsolete?

BATTERY LIFE

The T-800 is designed to run in an ideal world for 120 years, but being smacked with a pool cue, crashed into a concrete drainage canal, pumped full of lead, and pulverized by a T-1000 are less than ideal conditions. If your energy is depleted, your CPU (Central Processing Unit) will shut down in order to regenerate. 5 shut downs : YOU ARE TERMINATED.



LIST OF EXCELLENCE

At the conclusion of your mission, if you have proved yourself to be as efficient a protector as a terminator, you can add your name to the List of Excellence.

TO SCROLL FORWARD THROUGH THE ALPHABET - Press the RIGHT CONTROL PAD ARROW.

TO SCROLL BACKWARD - Press the LEFT CONTROL PAD ARROW.

TO MOVE THE CURSOR RIGHT - Press the A BUTTON.

TO ERASE THE LAST LETTER ENTERED - Press the B BUTTON.

YOU ARE THE FUTURE

SKYNET designed you to wipe human life off the face of the planet. Now, you, a machine, are the hope of humanity. Fail in your mission and the clock on mankind stops August 29, 1997.

Find John and Sarah Connor. Obliterate Cyberdyne's reckless technology. The T-1000 is man's evil sent back to haunt him. Stop the nightmare.

There is no time to waste. You are making up history as you go. The future is not set. It is now.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the NES with respect to the receiver
-Move the NES away from the receiver
-Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful : How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20401, Stock No. 004-000-00345-4.

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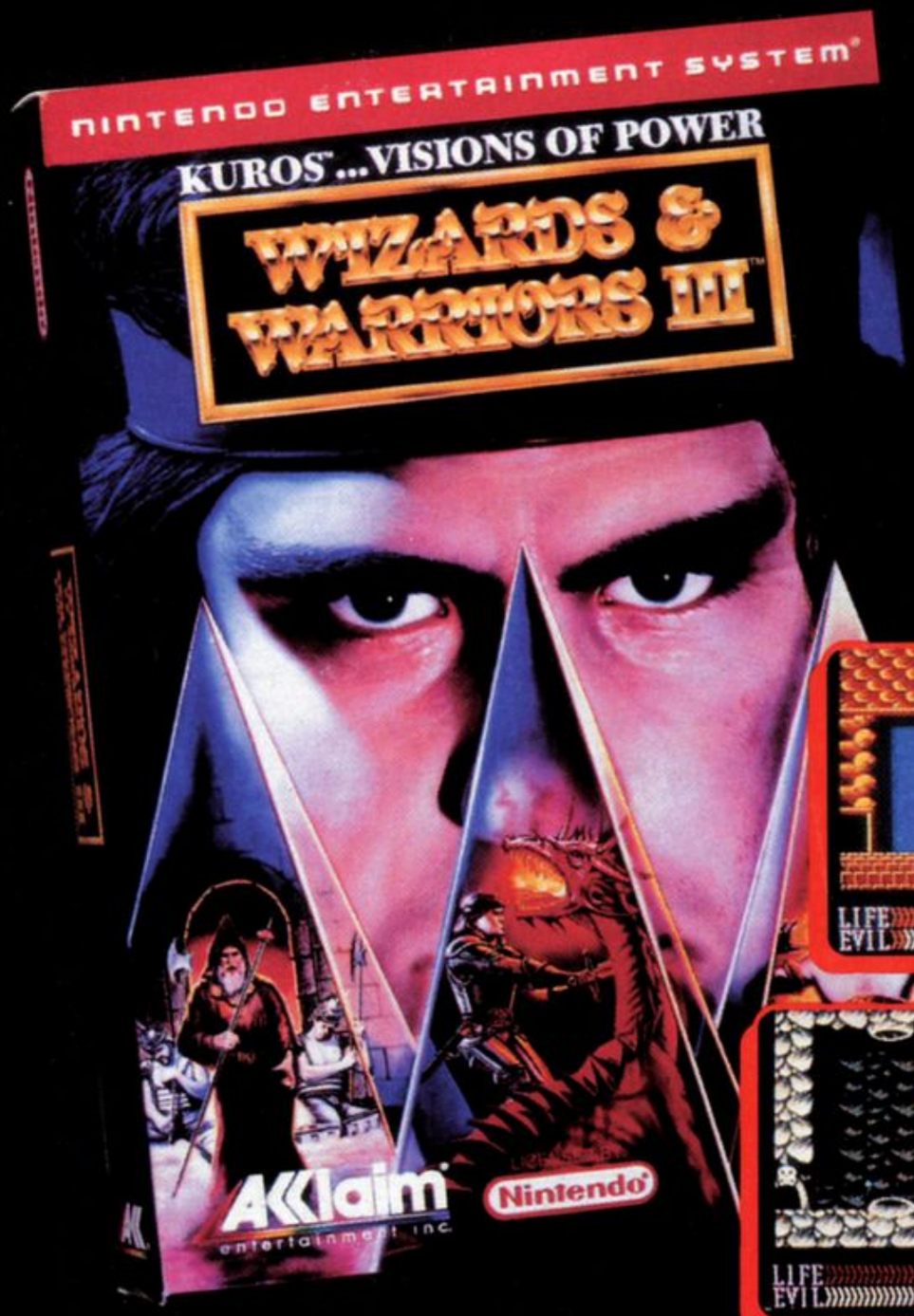

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